Fall 2015

GSU Connects Us.

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1 Project Description

1.1 Project Abstract

“GSU Connects US” is a posting based student communication website. Today on the internet there are lots of social sites available but most of them are for the technical purpose only. On the current market analysis the most popular site for posting is “Facebook” and the “Google+” but both contains mix categories of technical and non–technical, so a normal person surfing on the internet to find the event for his or her interested find it difficult to choose proper category for the event. It covers Events, Connect to the students, Q & A forum Resale of used books, Upload and share files like photo, videos etc. It Provides you with the proper guidance by the experts and it will help the slow learners also has messaging capabilities to keep in touch simply, quickly and cheaply.

So as a reason for need of the Project is to make the process of discovery for events and activities easier, faster, and better.

1.2 Competitive Information

There is many existing system that matches the functionality of the project. There is no system that provides all the functionality like this project which includes events, friend around you, messaging and sale.

1.3 Relationship to Other Applications/Projects

In this project the Q&A form module is likely to yahoo Q&A.

1.4 Assumptions and Dependencies

If any student cannot attempt school, then it is possible to discover the events that he/she missed in school. If any student has query related any subject then the student can easily post in Q&A form and get the appropriate answer from others. If any student wants to buy secondhand book, it is possible to communicate with other student who wants to sell book.

1.5 Future Enhancements

In future planning to implement the real-time chatting and video conference.
1.6 Definitions and Acronyms

“GSU Connects US” is an online student community designed to make school life more active and stimulating. A forum based website in which a user can post an event and also able to ask questions and get answer from others and also have capability of sell and buy books.

2 Technical Description

Operating System: Windows/Linux, The Technology used are J2EE JDBC, Servlets, and JSP
IDE: Eclipse Kepler or Luna, Galileo Front End: Ajax, JQuery, JavaScript, Bootstrap, And Css
Back End: Servlets & Jsp Database: MySQL

2.1 Project/Application Architecture
2.2 Project/Application Information flows
In the first user have to register to the website. By doing this user have their username and password. After Registration use can login to the website using their credentials. In User Homepage user can directly access to the events, messages, settings and many more options available there. User can Post events and invite others to that events. By using message module user can easily stay connected with friends. Sale module provides the functionality of buying and selling books. User can also see the nearby friends or user location. This Location is fully based on location provided at the registration time. Q & A forms helps user to ask the questions, which is show to all the registered user. Any user can easily answer the question or give the opinion about that topic by clicking on answer button. If any user wants to change the password than user can easily change the password by clicking on change password displayed on home page.

2.3 Interactions with other Projects (if Any)
There is no Interaction with other Project.

2.4 Interactions with other Applications
There is no Interaction with other Application.

2.5 Capabilities
It provides various capabilities like:
If any event organized in school then it is easily posted to the GSU and inform every students about the events and information about the events. Nowadays face book like social applications is used for communication, but here is fully featured web application which provides students to communicate with other members very easily & a forum helps the user to ask the question and get opinion of the others about the question. Nowadays e-commerce very important, easy and safe option. Using resale of used books module users can easily buy and sell books. Upload and share files like photo, videos etc. helps the user to share important things like class notes with others. Account privacy is developed with the full privacy using password and verifications.

2.6 Risk Assessment and Management
Risk management is concerned with identifying risks and drawing up plans to minimise their effect on a project. A risk is a probability that some adverse circumstance will occur: Project risks affect schedule or resources; Product risks affect the quality or performance of the software being developed; Business risks affect the organisation developing or procuring the software.
Risk Determination

<table>
<thead>
<tr>
<th>Risk Type</th>
<th>Possible Risks</th>
</tr>
</thead>
<tbody>
<tr>
<td>Technology Risk</td>
<td>The database used in the system cannot process as many transactions per second as expected. Software components that should be reused contain defects that limit their functionality.</td>
</tr>
<tr>
<td>People Risk</td>
<td>It is impossible to recruit staff with the skills required. Key staffs are ill and unavailable at critical times. Required training for staff are not available.</td>
</tr>
<tr>
<td>Organizational Risk</td>
<td>The organization is restructured so that different management is responsible for the project. Organizational financial problems force reductions in the project budget.</td>
</tr>
<tr>
<td>Tools Risk</td>
<td>The code generated by CASE tools is inefficient. CASE tools cannot be integrated.</td>
</tr>
<tr>
<td>Requirements Risk</td>
<td>Changes to requirements that require major design rework are proposed. Customers Fail to understand the impact of requirements changes.</td>
</tr>
<tr>
<td>Estimation Risk</td>
<td>The time required to develop the software is underestimated. The rate of defect repair is underestimated. The size of the software is underestimated.</td>
</tr>
</tbody>
</table>
ii) **Risk Analysis and Planning**

**Risk Analysis.**

Assess probability and seriousness of each risk. Probability may be very low, low, moderate, high or very high. Risk effects might be catastrophic, serious, tolerable or insignificant.

**Risk Planning.**

Consider each risk and develop a strategy to manage that risk. Avoidance strategies the probability that the risk will arise is reduced. Minimization strategies the impact of the risk on the project or product will be reduced. Contingency plans if the risk arises, contingency plans are plans to deal with that risk.

3 **Project Requirements**

3.1 **Identification of Requirements**

<GSU-GS_FA2015-1 User-Capability-000100> this project allows the new to register for the first time, which provides the username and password. Every user can change the password and profile picture. There is no functionality by which user can deactivate or delete his/her account.

3.2 **Operations, Administration, Maintenance and Provisioning (OAM&P)**

There is no Administration control in this project. Also there is no data backup or recovery capabilities.

3.3 **Security and Fraud Prevention**

For Security reason every user is uniquely identified by specific user id. The user have also option of privacy control which have two option: Public:

If user wants any other user to show his or her profile then privacy control should be set on public option. Privacy control set as public then any registered user can see the profile and full information of the user. Best friends:
If user wants to share his or her profile information to only specific user then he or she should have to set the privacy control to the best friends. Privacy control set as best friends then only the user who has set as best friends can see your profile information.

3.4 Release and Transition Plan

Project is web based developed using JSP which is operating on any Web-Browser like Firefox, Google Chrome etc. It is uploaded to web server using specific domain name, so user can easily access the website. In this system I used MySQL as backend which stores all the data about different entities of the site in the database on server. For client side JavaScript is used for the validation and to communicate with the server.
4  *Project Design Description*

a)  *Registration*

New User have to register for the first time. This module keeps the user information like username, password, first name, last name, email, mobile Number, Current Location, Address, gender, Subjects. In above information username and password required for login information.
b) Login

After registering users have their own username and password, using that provided information user have to login to the web application. This Module also verifies the registered user, if the provided credential is wrong then error message will be printed. After that user is redirected to the Welcome page.
c) User Welcome

In Welcome page user can see lots of navigation option by using that options user can easily navigate to the desired page and use that functionality. In this module user can directly interact with messages, events, sale, Q&A form and time.
d) Setting

From Welcome page user can directly navigate to settings page. In settings page user can modify their details like Basic Details, Contact information, Educational & Professional Info, Other Info, Personal Details. All the above option can be set to Public or Best friends. If the Public option is selected then that particular information can be shown to the all users who uses this web application else the person or user marked as best friend can see the particular information.

My Settings

My Profile display Settings

<table>
<thead>
<tr>
<th>Basic Details</th>
<th>Public</th>
</tr>
</thead>
<tbody>
<tr>
<td>Contact Information</td>
<td>Public</td>
</tr>
<tr>
<td>Education&amp;Professional Info</td>
<td>Public</td>
</tr>
<tr>
<td>Other Info</td>
<td>Public</td>
</tr>
<tr>
<td>Personal Details</td>
<td>Public</td>
</tr>
</tbody>
</table>

Save  Clear
e) All friends

In this page user can see friend list and directly interact with friend profile.
f) Friends Around Us

This Module keeps track of nearer friends around user. It is fully based on the location of the user which is provided at the registration time.
g) Registering Your Subject

If user wants to modify the subject which is provided at the registration time, then using the functionality of subject registering user can change the registered or interested subjects. All the subjects are displayed with the checkbox by which user can easily select the subjects and submit it.
h) **Student In Each Subject**

This module of the project helps the user to see the user group by interested subjects. As showing in following user can see the list of students in a tabular format by their interested subjects, this will helps user to ask any query related subjects to the interested students.

<table>
<thead>
<tr>
<th>User Name</th>
<th>Subject Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lokesh</td>
<td>Grade Seminar</td>
</tr>
<tr>
<td>Sharmmista</td>
<td>Grade Seminar</td>
</tr>
<tr>
<td>Priyanka</td>
<td>Grade Seminar</td>
</tr>
<tr>
<td>nishanth</td>
<td>Grade Seminar</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>User Name</th>
<th>Subject Name</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Aspect Operating System</td>
</tr>
<tr>
<td>Sharmmista</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>User Name</th>
<th>Subject Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sharmmista</td>
<td>Visual Effects</td>
</tr>
<tr>
<td>Priyanka</td>
<td>Visual Effects</td>
</tr>
<tr>
<td>nishanth</td>
<td>Visual Effects</td>
</tr>
</tbody>
</table>
i) Message

Nowadays communication is the most important thing. For the Communicate with other users this module helps the user to stay connected with other users. This messaging functionality helps user to connect with friends and also can ask any query related subject and all. There is also a functionality named view messages. In this module of the project user can see all the messages received from the other users.

Messages

Add Message to ScrapBook

Placed By
Lokesh
null

To

Scrap Description*

Place your message here

DateOfMessage*(Use format Like YYYY-MM-DD)

Send Message

Clear

Viewing the messages

View Messages
Messages List

Message Placed by ion on 2013-02-03 Details: 0 Show Reply

01 Reply

Message Placed by Lokesh on 2013-02-03 Details: 0 Show Reply

02 Reply

He/She friend how are you. Lets have a party tonight.
j) Post Event

This module helps the user to post an event information and send the invitations to the other users. User can post the event information like event name, event place etc. View events module shows all the posted events by the users. In short we can say that events module is very helpful to user by which user can easily post the event and track all the upcoming events.
k) View Event

In this module user can see all the event. If user wants to edit there event, this module directly provide edit facility and also provide deleting facility of event.
1) **Invite Friend**

In this particular module user can invite one or more than one friend for particular event by friends email id.

---

**Invite A Friend**

**Invite your friends**

From

Lokesh

Priyanka@gmail.com

To

Enter the Email IDs of friends you wish to invite
Use commas to separate email ids

[Invite] [Clear]
m) Question form

Q&A module user can post their question with subject and date. Once the question is posted, people with this site can answer your question.

Question

Place your Question

Subjects
Biology

How many organs work while we talk?

Question Details*

Enter the question here that people will answer you

DateOfQuestion* (Use format Like YYYY-MM-DD)
2015-11-23

Ask Now
Clear
n) View Q&A form

In this module once your question is posted. Your question is display in Q&A form and anyone can answer to your question.

<p>| | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>Answer It</td>
<td>ScienceQuestion</td>
<td>I am not good at science subject</td>
</tr>
<tr>
<td></td>
<td>Question Asked by icon on 2014-01-05</td>
<td>Answered: 0</td>
<td>Show Answers</td>
</tr>
<tr>
<td>02</td>
<td>Answer It</td>
<td>Grade Seminar &quot;Question</td>
<td>I am sure we are going to get &quot;A&quot;.</td>
</tr>
<tr>
<td></td>
<td>Question Asked by Lohak on 2015-11-23</td>
<td>Answered: 0</td>
<td>Show Answers</td>
</tr>
<tr>
<td>03</td>
<td>Answer It</td>
<td>computer science Question</td>
<td>What is the use of data base</td>
</tr>
<tr>
<td></td>
<td>Question Asked by Lohak on 2015-11-23</td>
<td>Answered: 0</td>
<td>Show Answers</td>
</tr>
<tr>
<td>04</td>
<td>Answer It</td>
<td>phycologyQuestion</td>
<td>I am mentally ill, so what should do</td>
</tr>
<tr>
<td></td>
<td>Question Asked by Lohak on 2015-11-06</td>
<td>Answered: 0</td>
<td>Show Answers</td>
</tr>
<tr>
<td>05</td>
<td>Answer It</td>
<td>BiologyQuestion</td>
<td>How many organs work while we talk?</td>
</tr>
<tr>
<td></td>
<td>Question Asked by Lohak on 2015-11-23</td>
<td>Answered: 0</td>
<td>Show Answers</td>
</tr>
</tbody>
</table>

o) Answer The Question

This module of the project helps user can post answer the question asked in the Q&A forms. It is more likely to the yahoo Q&A form.
p) Sale item

In this module user wants to add item detail that he/she wants to sell. Once item will get added. It will display in sales list.

q) Sale list

In this module user can see the list of items that he/she posted for sale. User can also edit or delete the item details.
r) Change Password

In this project there is also a module named change password. In any case if user wants to change the password then this module helps the user. In this module user have to provide the old password to set the new password.
Database Structure (ER Diagram).

5 Project Internal/external Interface Impacts and Specification using (E R Diagrams).

a) Registration

New User have to register for the first time. This module keeps the user information like username, password, first name, last name, email, mobile Number, Current Location, Address, gender, Subjects. In above information username and password required for login information.

b) Login

After registering users have their own username and password, using that provided information user e web application. This Module also verifies the registered user, if the provided credential is wrong then error message will be printed. After that user is redirected to the Welcome page.

c) User Home
In Welcome page user can see lots of navigation option by using that options user can easily navigate to the desired page and use that functionality. In this module user can directly interact with messages, events, sale, Q&A form and time.

d) Setting

From Welcome page user can directly navigate to settings page. In settings page user can modify their details like Basic Details, Contact information, Educational & Professional Info, Other Info, Personal Details. All the above option can be set to Public or Best friends. If the Public option is selected then that particular information can be shown to the all users who uses this web application else the person or user marked as best friend can see the particular information.

e) Friends

This Module keeps track of nearer friends around user. It is fully based on the location of the user which is provided at the registration time. Using this module user can see friend list and directly interact with friend profile.

f) Registering Your Subject

If user wants to modify the subject which is provided at the registration time, then using the functionality of subject registering user can change the registered or interested subjects. All the subjects are displayed with the checkbox by which user can easily select the subjects and submit it.

g) Message

Nowadays communication is the most important thing. For the Communicate with other users this module helps the user to stay connected with other users. This messaging functionality helps user to connect with friends and also can ask any query related subject and all. There is also a functionality named view messages. In this module of the project user can see all the messages received from the other users.

k) Events

This module helps the user to post an event information and send the invitations to the other users. User can post the event information like event name, event place etc. View events module shows all the posted events by the
users. In short we can say that events module is very helpful to user by which user can easily post the event and track all the upcoming events. In this module user can see all the event. If user wants to edit there event, this module directly provide edit facility and also provide deleting facility of event. Using the Invite Friend Functionality user can invite one or more than one friend for particular event by friends email id.

l) Q & A Forms

In Q&A module user can post there question with subject and date. Once question is posted then people with this site can answer your question. Once your question is posted. Your question is display in Q&A form and anyone can answer to your question. This module of the project helps user can post answer the question asked in the Q&A forms. It is more likely to the yahoo Q&A form.

q) Sale item

In this module user wants add item detail that he/she wants to sale. Once item will get added. It will display in sales list. In this module user can see the list of item that he/she post for sale. User can also edit delete the item detail.

6 Project Design Units Impacts

Replace this section with a list of the impacted design units (functional areas). For new products this would be a list of all new functional areas and would therefore describe the new system architecture. However it is done, the design should clearly reflect how the design units fit together to define the project. Each functional area (or design unit) should have its own subsection below. If there are no known impacts to a given functional area, then that should be explicitly stated. It could be one design unit that covers all requirements, or you could have one design unit to cover customer requirements, and one for employee etc.

6.1 Functional Area/Design Unit A

6.1.1 Events Overview

This helps user to post an event information and send the invitations to the other users.
User can post the event information like event name, event place etc. View events module shows all the posted events by the users. In short we can say that events module is very helpful to user by which user can easily post the event and track all the upcoming events. User can also see all the event. If user wants to edit there event, this module directly provide edit facility and also provide deleting facility of event.

6.1.2 Events Impacts

If any student cannot attempt school, then it is possible to discover the events that he/she missed in school.

6.1.3 Events Requirements

Event schedule need to be added.

6.2 Q&A Area/Design Unit B

6.2.1 Q&A Overview

In Q&A module user can post there question with subject and date. Once question is posted then your question is display in Q&A form. People with this site can answer to your question.

6.2.2 Q&A Impacts

If any student has query related any subject then the student can easily post in Q&A form and get the appropriate answer from others.

6.2.3 Q&A Requirements

User need to post there question manually.

7 Open Issues

All the contents in the document is not related or drafted from anywhere.
8 Acknowledgements

I would like to thank the people who helped us in completion of this Project and with deep content and pleasure. I express my gratitude towards those people who have given me their precious time and guidance in developing this project.

9 References

We have referred from the famous websites like Craigslist for selling used materials, social network like Facebook, our educations website like Governors State University in which where we study and do the educational activities like studies, assignments, events, etc.

10 Appendices

https://bb9.govst.edu/webapps/bb-mygrades-BBLEARN/myGrades?course_id=21313_1&stream_name=mygrades&is_stream=false#

https://chicago.craigslist.org/

https://www.facebook.com/?rdr=p